Frogger's Adventures

The Rescue™

EVERYONE

CONTENT RATED BY ESRB

KONAMI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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THE RESCUE™

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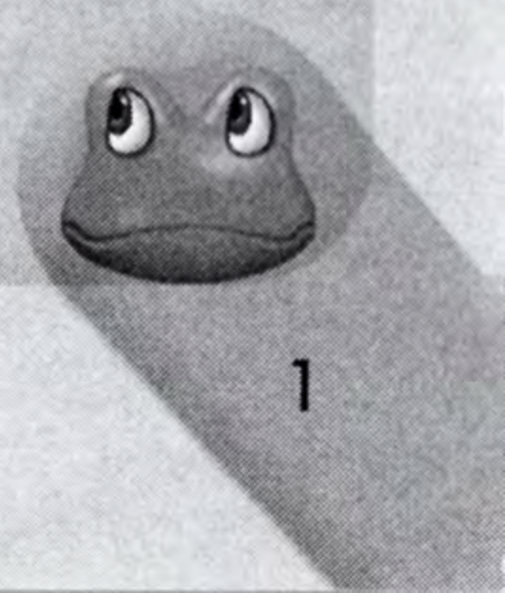
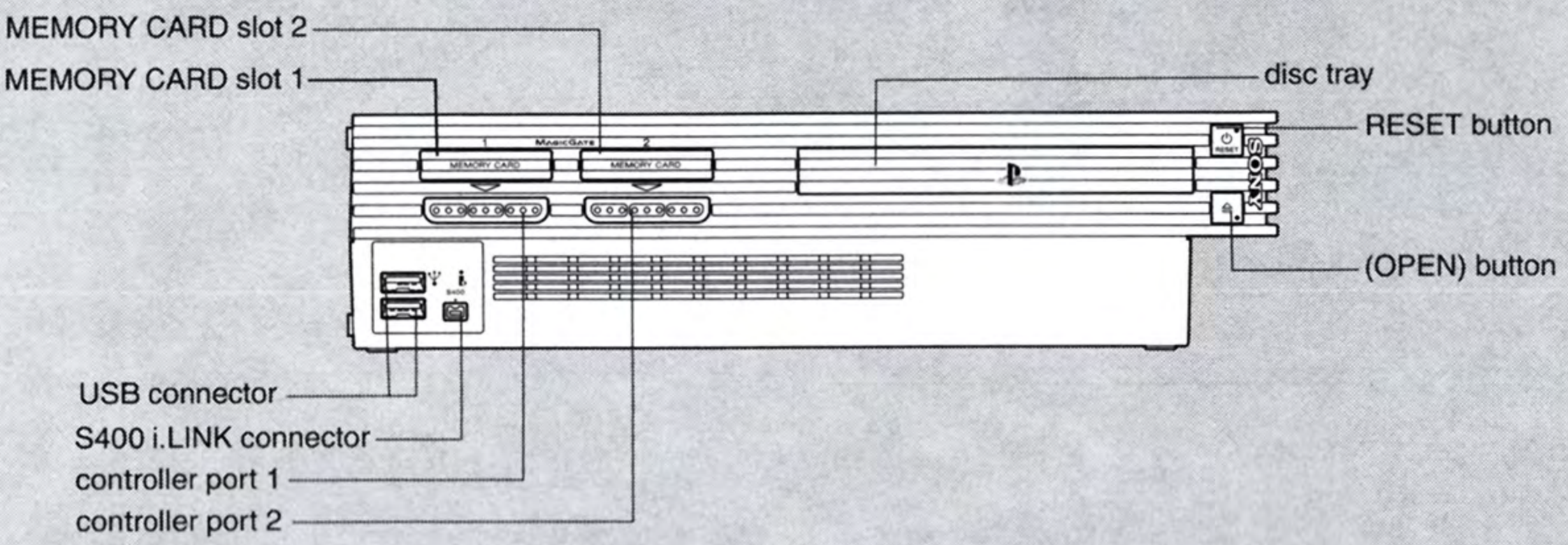
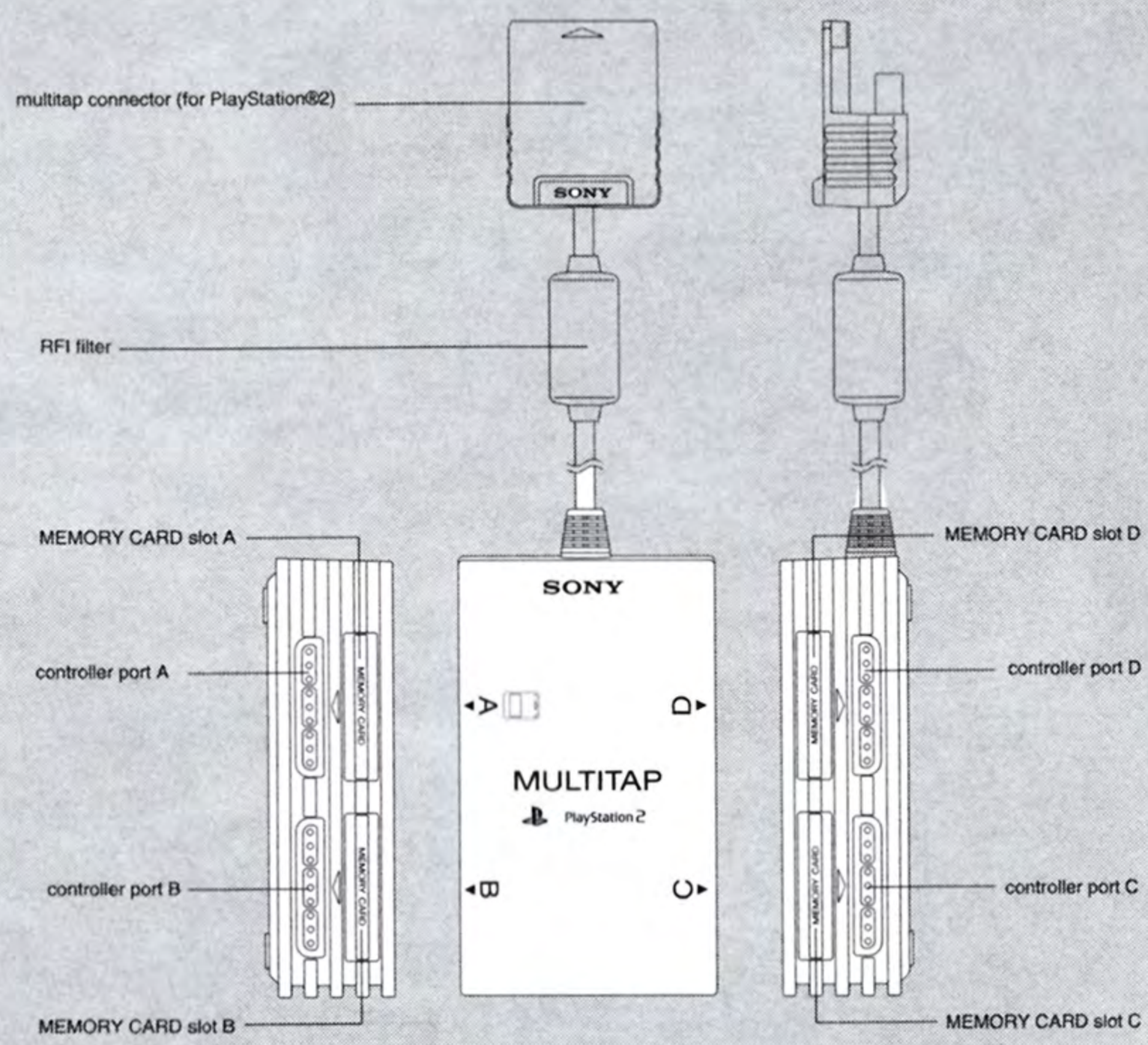


GETTING STARTED

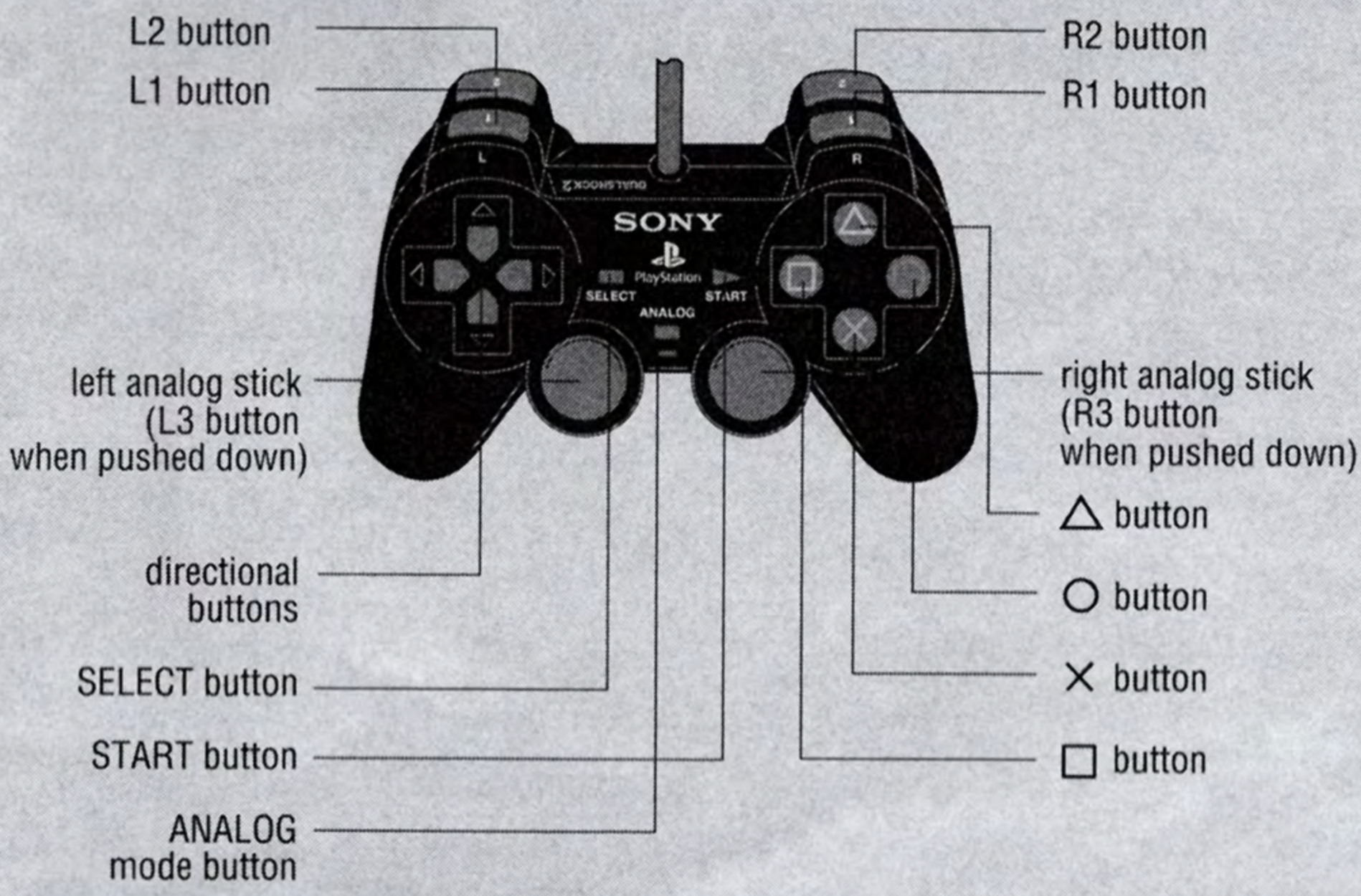


Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **Frogger's Adventures The Rescue™** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

For multiplayer games you will need to use a multitap, for 3 or 4 player games. Insert the multitap into Controller Port 2 and plug in the controllers. It must be inserted into Controller Port 2, it will not work with Controller Port 1.



DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATION



MENU CONTROLS

left analog stick
or directional buttons . . . Highlight Item

⊗ button . . . . . Select Item, Advance to Next Screen

◎ button . . . . . Cancel, Return to Previous Screen

START button . . . . . Open/Close Pause Menu

GAME CONTROLS

left analog stick
or directional buttons . . . . Hop Up, Down, Left, or Right

⊗ button . . . . . Jump (Super Hop)

▣ button . . . . . Frogger Tongue (Tongue Grab)

L1 or L2 button . . . . . Rotate Left

R1 or R2 button . . . . . Rotate Right

left analog stick
or directional buttons . . . . Pull or Push Objects With Tongue

START button . . . . . Pause

INTRODUCTION

A frog's work is never done. In this latest installment of his never-ending adventures, Frogger has just learned of the despicable dealings happening around Firefly Swamp. Kidnappings, giant evil catfish, criminals everywhere...what's a frog to do? The Frog International Rescue Support Team (F.I.R.S.T.) is depending on Frogger to hop his way through adversity and fight against the criminal organization of Tyrannical Reptiles in Power (T.R.I.P). Will you help him? Can you guide Frogger to the rescue?

INTRODUCTION

SIGN IN

When you sign in, you create a player name under which all game data is saved (Story, Challenge, Gallery, Options). To get started:

1. Press the START button after you see the Frogger's Adventures Title Screen.
2. Press the left analog stick ⬆/⬇ or directional buttons ⬆/⬇ to highlight NEW GAME, and then press the ✕ button.
3. Enter your player name. Press the left analog stick or directional buttons in any direction to highlight a character and then press the ✕ button to enter it. Continue until your player name is complete. Press the △ button to delete a character.
4. When you are finished, press the START button to highlight END, and then press the ✕ button. At the confirmation message, press the left analog stick or directional buttons to highlight YES, and then press the ✕ button.

SELECT SAVE GAME SLOT

The Save Game screen appears. There are five save game slots that are all empty on your first sign-in. Pressing the left analog stick ⬆/⬇ or directional buttons ⬆/⬇ highlights each slot. Once a game has been saved, the data for that game appears on the right side of this screen.

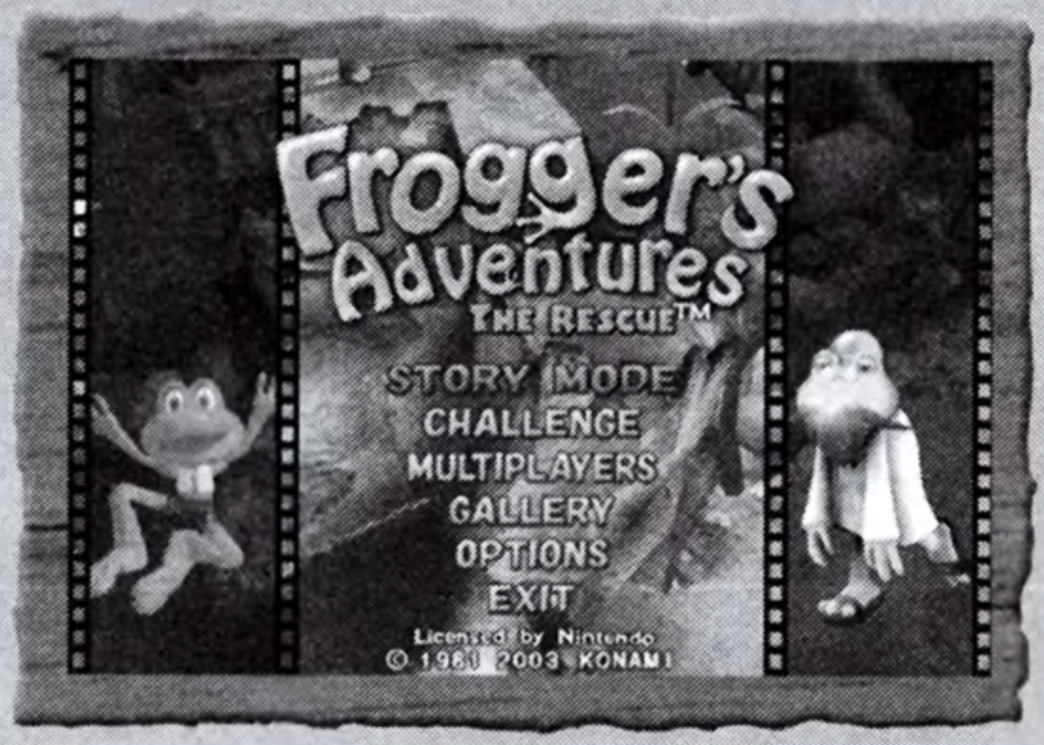
Select a save game slot and then press the ⊗ button to proceed. You can cancel your selection by pressing the ◉ button. If you cancel your selection, you are returned to the Sign In screen where you have to start over.

Once you select a save game slot, press the ⊗ button to proceed through the two confirmation screens and on to the Main Menu.

NOTE: Never insert or remove a PlayStation®2 memory card when saving files. A memory card (8MB) (for PlayStation®2) with sufficient available memory blocks must be inserted in MEMORY CARD slot 1 of the PlayStation®2 console in order to save games. The system will check to see if a qualified memory card is inserted.

MAIN MENU

The Main Menu is the next screen you see. This is your hopping off point for the rest of the game. From here, you start new single and multiplayer games and change your game options.



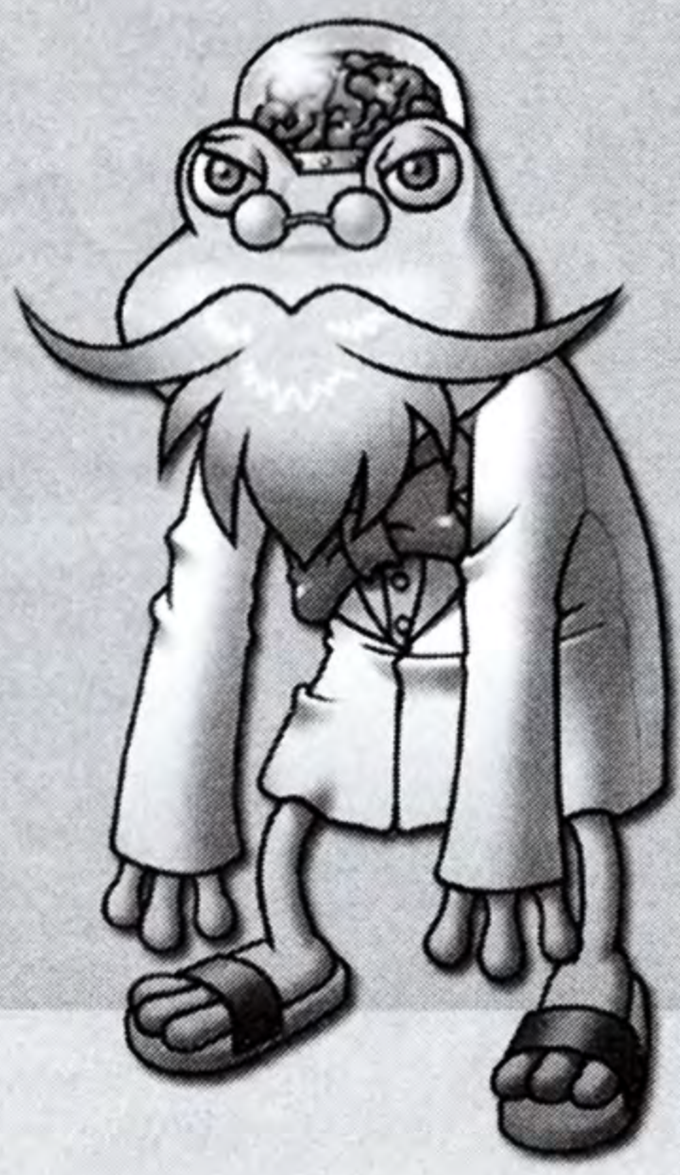
Press the left analog stick ⬆/⬇ or directional buttons ⬆/⬇ to select an option from the Main Menu, and then press the ⊗ button to get hopping.

STORY MODE

Story Mode is just like it sounds: the complete series of episodes that Frogger goes through to rescue his friends. Press the left analog stick ⬆/⬇ or directional buttons ⬆/⬇ to select STORY MODE from the Main Menu.

You'll guide Frogger along as he responds to instructions from Beauty Frog, of the Frog International Rescue Support Team, over his Com-Link radio system.

The instructions appear at the bottom of the screen. Press the ⊗ button to move through each page of the instructions. Lumpy helps you during the first level of Story Mode to teach you some basics of the game.



CHALLENGE

Take the Frogger Challenge when you're ready for a quick test of your adventuring skills. As if there weren't enough challenges already! However, at the end of each Challenge, you are presented with an Internet password. This password is your key to worldwide recognition for a fantastic Frogger adventure!

Visit http://www.konamihwi.com/Frogger2003/internetrank.html, enter your name and this password, and your statistics will be posted at this site on the Internet. Revisit the site anytime to see how well your score holds up against the competition.

Challenges only include levels that are already cleared in Story Mode. There are three types of challenges:

TIME ATTACK Try to reach the end of the level as quickly as possible.

COIN ATTACK Try to collect as many coins as possible.

STEP ATTACK Try to reach the goal in as few moves as possible.

On the Challenge screen, you select the level and the type of attack challenge (Time, Coin, or Step).

1. Press the left analog stick or directional buttons to select a level. An image of each level appears on the left of the screen.
2. Press the △ button to select a Challenge. There are slots along the right side of the screen that show the top three scores for each Challenge selected.
3. Press the ✕ button to start the Challenge, or press the ○ button to return to the Main Menu.

Once a Challenge is complete, be sure to write down the password so you can post it later.

MAIN MENU

MULTIPLAYER

Here's where Frogger and his friends come together and hop into competition. There are eight types of multiplayer competition. All multiplayer games can be played with up to four players. At the beginning, only one game can be played. As you complete levels in the Story Mode, other games will become available.

To begin, select the number of players.

NOTE: A DUALSHOCK®2 controller must be plugged in for each participant in a multiplayer game.

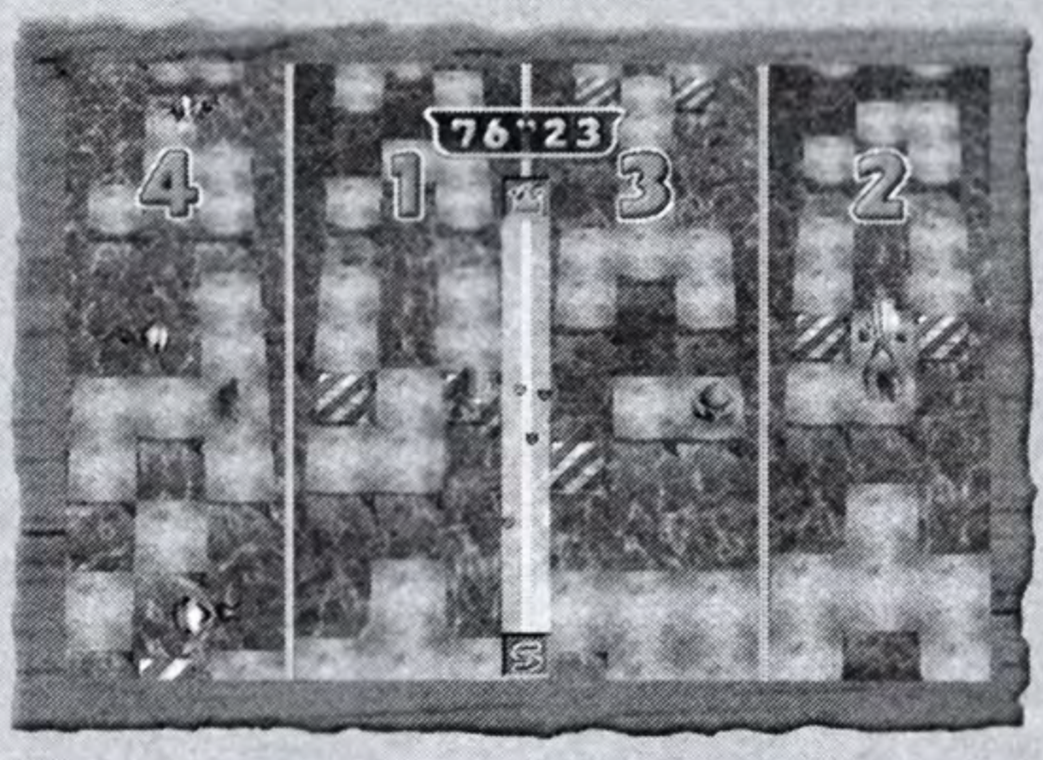
For less than four players, computer opponents will bring the total number of players to four. Press the left analog stick ⬆/⬇ to highlight a number, and then press the ⊗ button to select it.

Select a character. Press the left analog stick or directional buttons in any direction to highlight a character, and then press the ⊗ button to select one. Each player must choose a character. There are always four players—the game automatically fills any open slots.

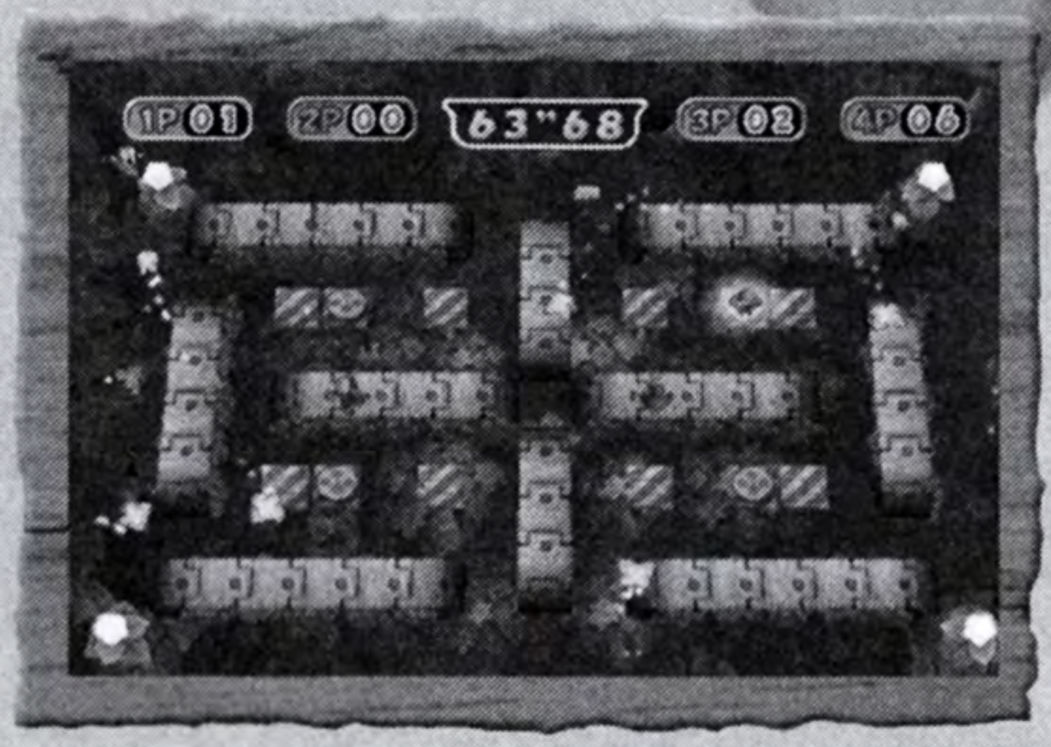
Select a multiplayer game type. Press the left analog stick ⬅/➡ to scroll through a display of each game type and then press the ⊗ button to take on the competition.

RAPID RACE

It's a head-to-head-to-head-to-head race against each other and the clock over some pretty tricky terrain. This is a test of reflexes, nerves, timing, and skills. Hop your way across Firefly Swamp and reach the goal before the others.

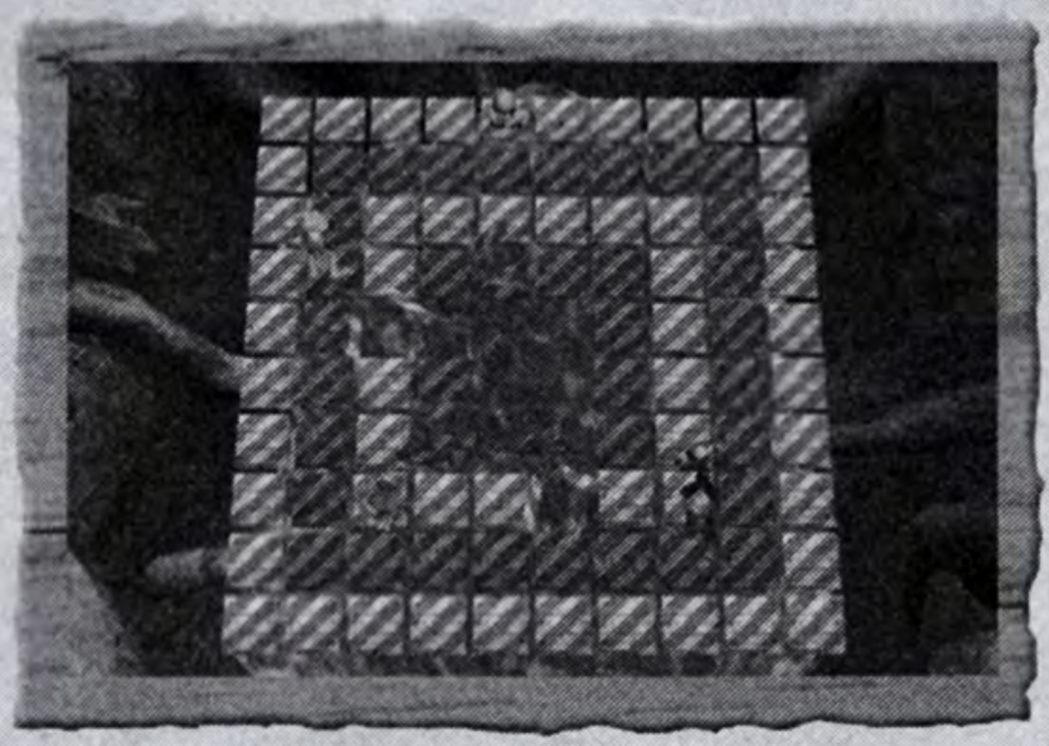


CONVEYOR



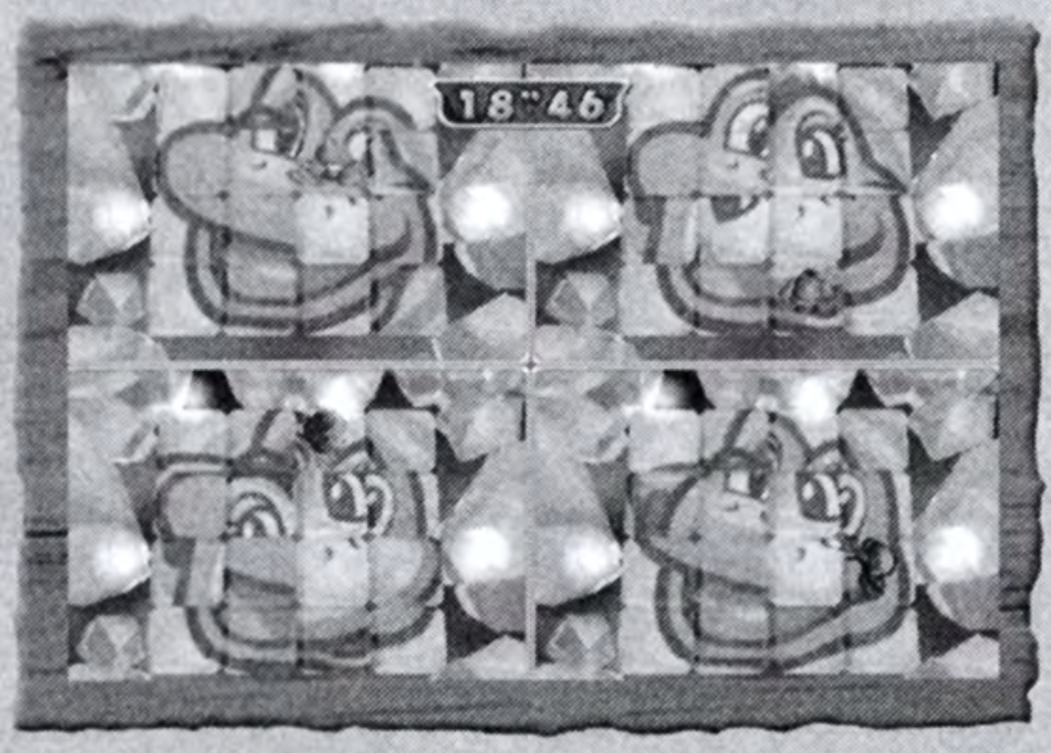
The winner of this game is the one with most points when the clock runs out. The first trick is to stay alive. If you drop off an edge, you are automatically transported back into play, but you lose a point. Catch butterflies to accumulate points. Some colors are worth more than others. Run into bees and points are subtracted. Land on special glowing tiles to slow down or speed up the conveyor belts.

COLLAPSE



The sky isn't falling, but the ground beneath your webbed feet certainly is. Start hopping quickly, because the tiles in this game don't stay around for long. Be the last surviving frog to win.

PANEL PUZZLE



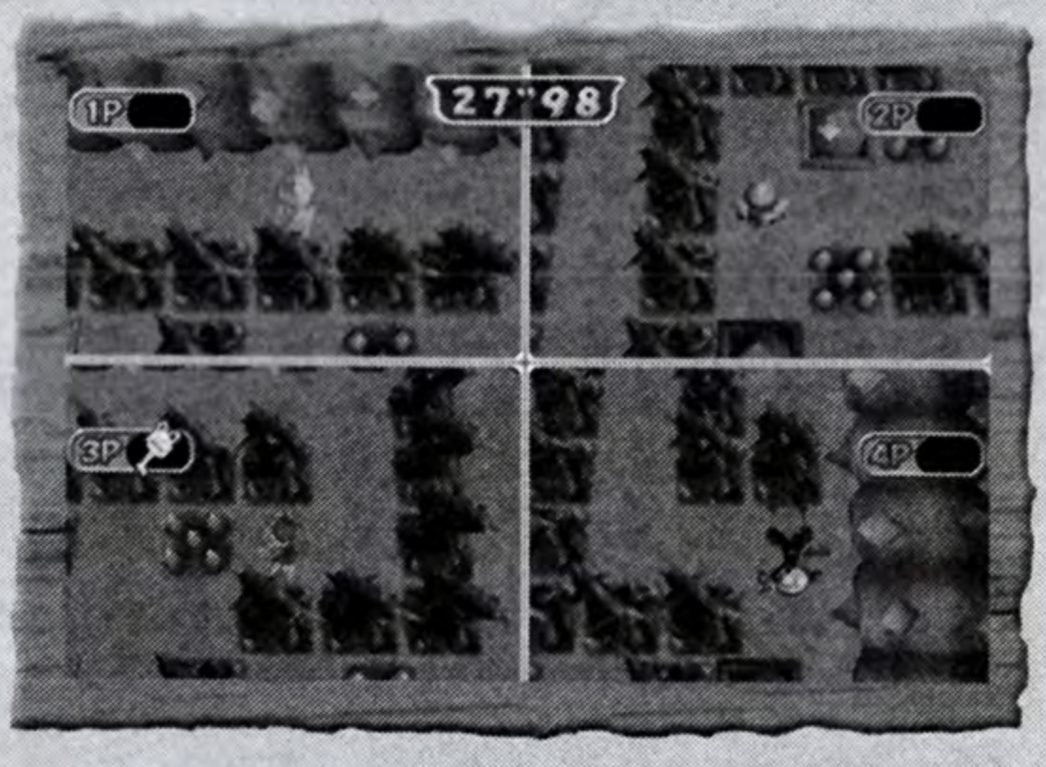
Each time you land on a tile, the image beneath it changes. Be the first to match all of the tiles and complete the picture of Frogger's or Lily's face. This game takes some careful planning on where to make your next move.

MAIN MENU

MUSICAL PADS

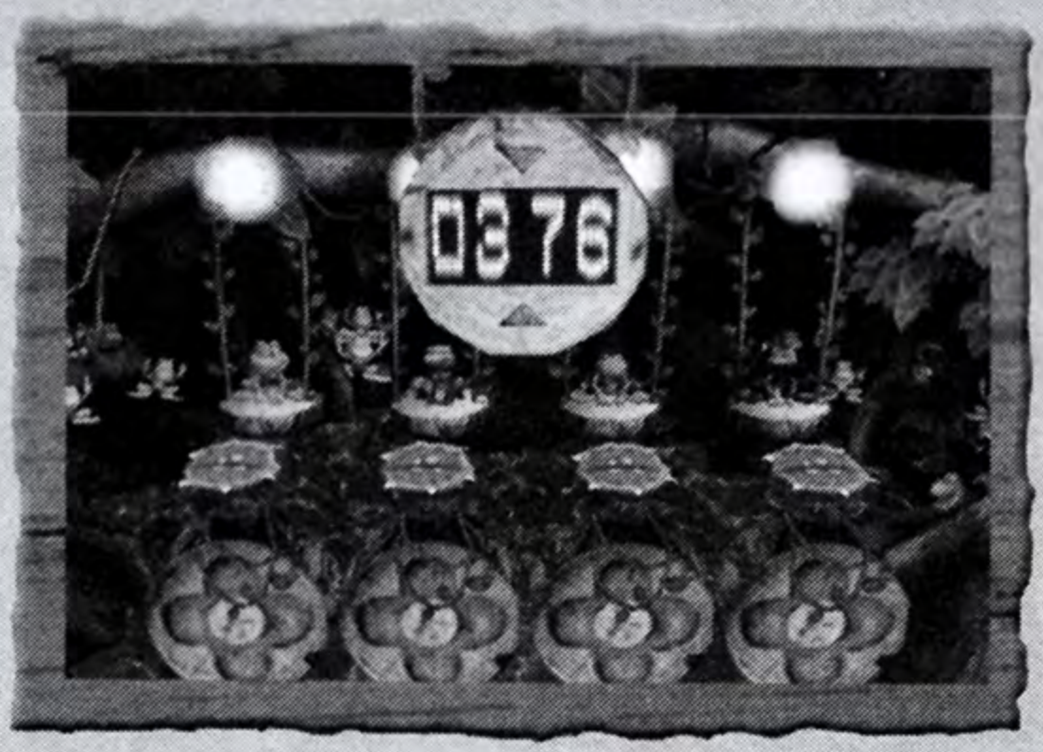
You know Musical Chairs, right? This is a version of the same game, but with lily pads. Watch for differently colored lily pads and then be sure to hop onto one to survive each round. The last frog standing wins.

IT'S A-MAZE-ING



Try to keep your wits and your bearings about you as you try to be the first to complete your section of the maze. Stay alert when you hop onto an arrow icon. A spinning world can be a little confusing.

COUNTDOWN



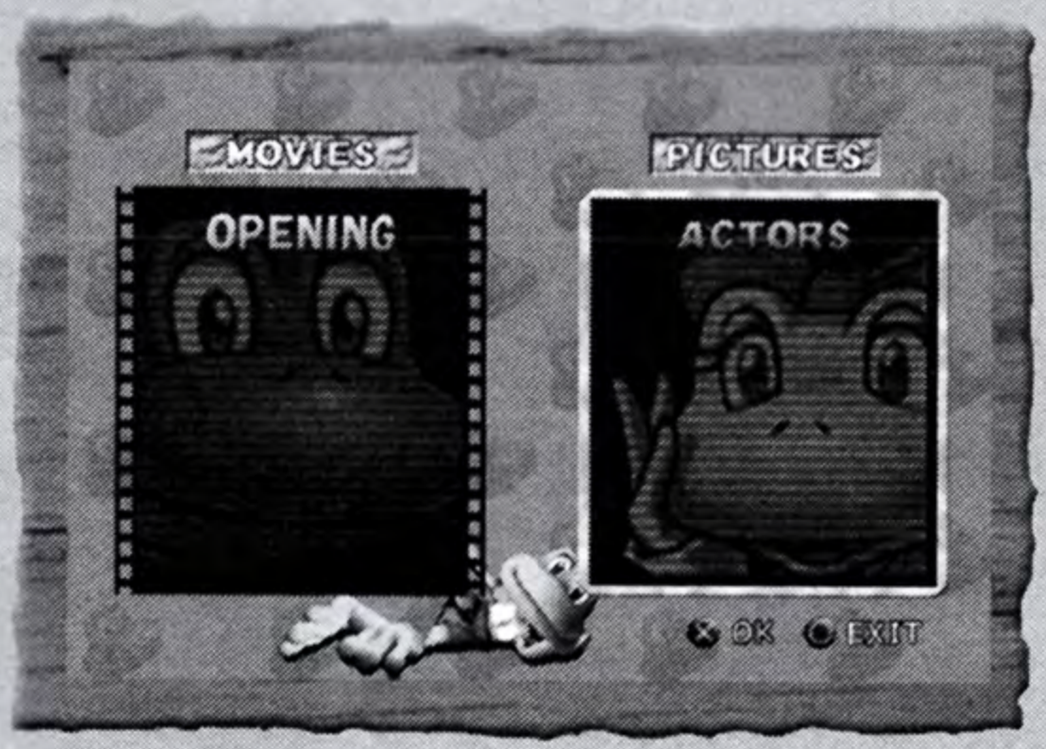
How good are your estimating skills? Make the closest guess as to when the displayed time has counted down, and then hop onto your pad. For example, if 5 seconds is displayed, count 5 seconds in your head when the game starts and then hop. The difference between your guess and the actual time is displayed beneath your frog. The frog with the closest guess wins.

COIN COLLECTING

Grab as many coins as you can in the time allowed. Use your tongue and your hopping abilities to move as quickly as possible. Each time you clear the level a new set of coins appears. The frog with the biggest stash when the time runs out is the winner.

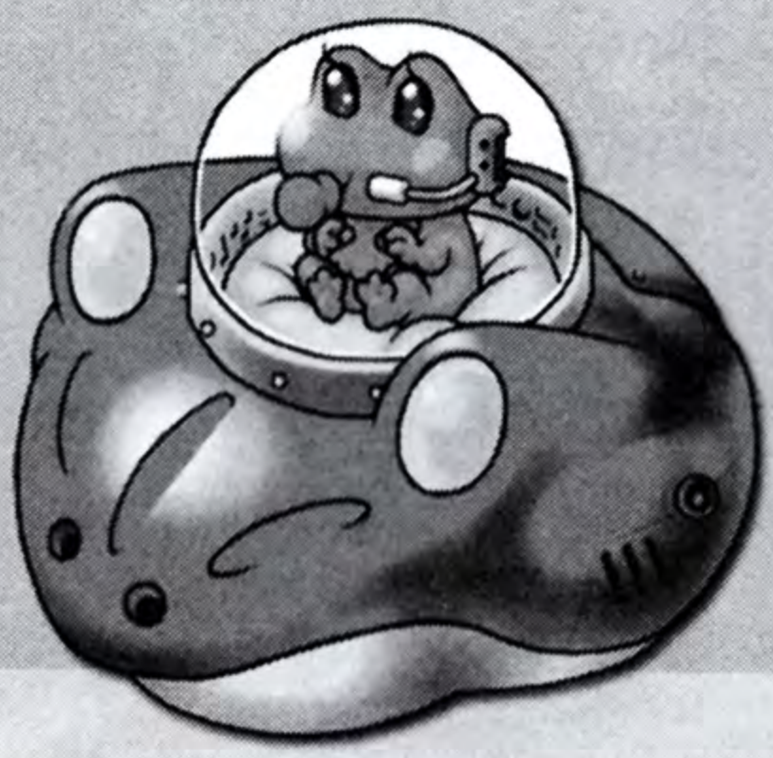
GALLERY

The Gallery is a museum, of sorts, where you can view movies of the different scenes in **Frogger's Adventures The Rescue™**. There is also a menu of pictures of all the different characters and other artwork in Frogger's world. However, you can only view movies and images that become unlocked as you complete levels in Story Mode (see Story Mode on p. 8).



Once inside the Gallery, press the left analog stick ⬅/➡ to highlight the movie or picture gallery. From the list of movies or pictures, press the left analog stick in any direction to highlight one that you want to view, and then press the ⊗ button to view it. When you are done viewing, press the ◉ button to return to the main Gallery.

Exit the Gallery by pressing the ◉ button.



MAIN MENU

OPTIONS

Change the game settings to make the most of your Firefly Swamp experience.

On the Options screen, press the left analog stick ⬆/⬇ or directional buttons ⬆/⬇ again to highlight Lives, Audio Setup, or Controller Setup.

If you select Lives, press the left analog stick ⬅/➡ or directional buttons ⬅/➡ to highlight 3, 5, or 7 for the number of lives that you begin with in a game. For the other options, press the ✕ button to continue.

AUDIO SETUP

Sound Set the audio mode to either stereo or mono depending on what your hardware capability is.

Music Volume This is the background music volume. Frogger likes music he can hop to.

SFX Volume This controls the volume of sound effects in the game. It helps to hear when nasty bees are approaching.

To change sound settings:

1. Press the left analog stick ⬆/⬇ or directional buttons ⬆/⬇ to highlight an option.
2. Press the left analog stick ⬅/➡ or directional buttons ⬅/➡ to change an option.
3. To reset everything to the Default settings, press the △ button.
4. When all settings are complete, press the ✕ button to accept the changes and return to the Options screen. Or press the ○ button to return to the Options screen without making any changes.

CONTROLLER SETUP

If you need to make the controls more comfortable for your personal use, you can change them here. The various movement and action commands are explained in Starting Up on p. 3.

Vibration This is the physical effect you feel in the DUALSHOCK®2 controller whenever certain actions happen on screen.

Repeat If you turn on this option, Frogger will hop continuously when you hold down the left analog stick or directional buttons.

To change your DUALSHOCK®2 controller settings:

1. Press the left analog stick ⬅/➡ or directional buttons ⬅/➡ to switch between the Type A setup and the Type B setup. The differences between these two types are listed on screen.
2. Press the left analog stick or directional buttons down to highlight Vibration or Repeat. Then press the left analog stick ⬅/➡ or directional buttons ⬅/➡ to highlight ON or OFF.
3. To reset everything to the Default settings, press the △ button.
4. When all settings are complete, press the ✕ button to return to the Options screen. You can also press the ○ button to return to the Options screen without making any changes.

After all changes have been made, you can still return them all to the Default settings from the main Options screen by pressing the △ button. Otherwise, press the left analog stick ⬆/⬇ to highlight EXIT, and then press the ✕ button to save your changes and return to the Main Menu. Or press the ○ button to exit the Options screen without making any changes.

SAVING GAMES

The Save Game screen that shows up during the Sign-In process is the only manual step you need to take in order to save games. All game data in every game mode (Story, Challenge, Gallery, Options) is saved once you have signed in.

Your progress is automatically saved each time you complete a level in Story Mode. However, it's still very important to keep Frogger healthy and pick up as many extra lives as possible!

NOTE: Never insert or remove a PlayStation®2 memory card when saving files. A memory card (8MB) (for PlayStation®2) with sufficient available memory blocks must be inserted in MEMORY CARD slot 1 of the PlayStation®2 console in order to save games. The system will check to see if a qualified memory card is inserted.

LOADING GAMES

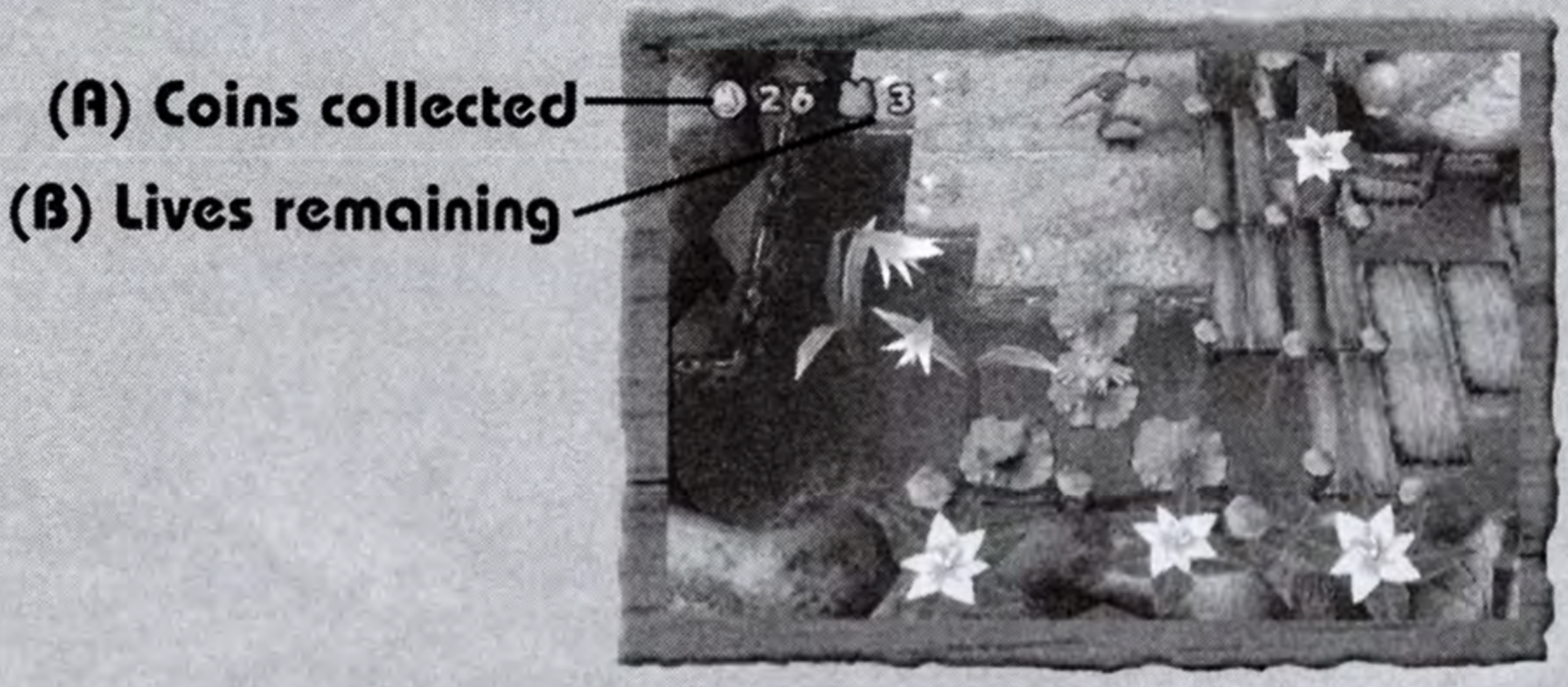
You must have already signed in (see Sign In on p. 6) in order to load a game.

1. Press the START button from the Title Screen.
2. Press the left analog stick or directional button down to highlight CONTINUE. Press the ⊗ button.
3. Press the left analog stick ⬆/⬇ or directional buttons ⬆/⬇ to highlight the game you wish to load. Press the ⊗ button.
4. At the Confirmation screen, press the left analog stick ⬅/➡ or directional buttons ⬅/➡ to highlight YES, and then press the ⊗ button twice to proceed to the Main Menu.

NOTE: Never insert or remove a PlayStation®2 memory card when saving files. A memory card (8MB) (for PlayStation®2) with sufficient available memory blocks must be inserted in MEMORY CARD slot 1 of the PlayStation®2 console in order to save games. The system will check to see if a qualified memory card is inserted.

PLAYING THE GAME

You know why Frogger is always happy? Because he eats whatever bugs him! Well, he may not be doing much eating during his daring rescue adventures, but he still manages to stay happy.



Perhaps the biggest challenge during the game is simply getting Frogger from one place to the next. Between hops, leaps, left turns, and right turns, it's easy to get a little off course. And something else you'll notice very quickly – in this adventure, Frogger doesn't like to swim!

ADVANCED CONTROLS

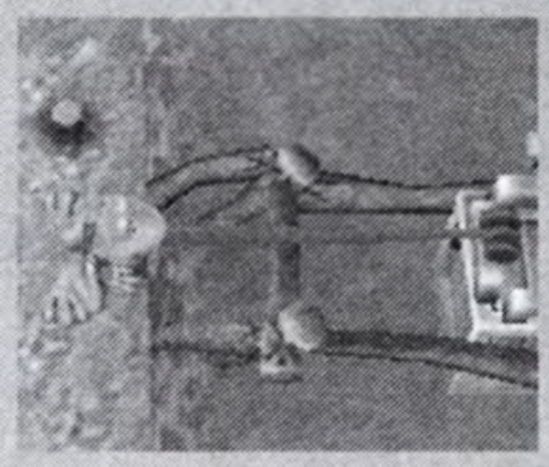
Hop

This is the easiest movement to master. Just press the left analog stick or the directional buttons in the desired direction to move Frogger one tile.

Jump (Super Hop)

Similar to the Hop, but the Jump moves Frogger two tiles at a time...double the distance. Use this command to leap over gaps, avoid danger, and move quickly from one place to another. Frogger will jump in whatever direction he is already facing. Press the ⊗ button to perform a Jump.

Frog Tongue (Tongue Grab)



You knew that frog tongue would come in handy sometime! When you find an object is out of reach, simply grab it with Frogger's tongue. Face the object, and then press the ■ button to snag it with his tongue. Sometimes Frogger's tongue remains extended after pressing the ■ button. That means the object can be moved (see below).

Moving Objects

Frogger's tongue comes in handy in a number of ways. From time to time, you'll come across objects that need to be grabbed and pulled closer to Frogger. He then uses them as stepping stones or to activate some sort of mechanism. You'll know when an object can be pulled because Frogger's tongue remains extended when you press and hold the ■ button. While doing this, press the left analog stick in the appropriate direction to pull the object toward Frogger.

SWAMP OBJECTS

There are many useful, and sometimes dangerous, items around Firefly Swamp that Frogger has to investigate. For instance, Frogger likes to collect coins, among other things. Every item can be collected, activated, or investigated simply by hopping onto or over it.

GOLD COIN

It may only be one gold piece, but they start to add up after awhile. Sometimes, you'll see many coins grouped together. Quickly collect eight in a row to earn 10 extra bonus coins. Collect 50 coins total to earn an extra Frogger life.

10-PIECE GOLD COIN

These may look heavy but they're worth their weight in...uh...gold! Ten times the value of a regular gold coin.

?

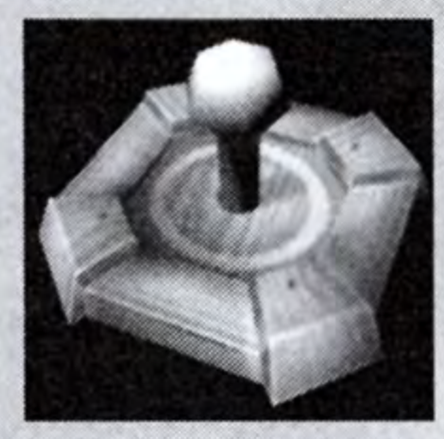
These rotating question marks appear from time to time. Hop on them for special instructions and warnings from F.I.R.S.T. headquarters.

ENERGY CUBES

Jump on these to open nearby gates.

MOVABLE FOOTHOLDS/ WALLS

Movable footholds help Frogger get over large gaps between dry land and hard surface areas. Use the Frog Tongue (see p. 18) to grab one and pull it closer to Frogger. Movable walls can be pushed or pulled with the Frog Tongue. Move a wall to gain access to certain areas and hoist Frogger to his destination.



SUPER JUMP

Use the Frog Tongue to grab a pole and execute a Super Jump. It's an easy way to hoist Frogger over extra long gaps.

FROGGER LIFE

This is the secret to a long Frogger life! Collect these to keep Frogger hopping along.

CHECKPOINT

Land on any one of these to establish a checkpoint A checkpoint is where Frogger returns after an accident.

LEVEL COMPLETE

A glowing round pedestal marks the end of the level. When Frogger hops on top of a pedestal, the level ends and the Level Complete screen is displayed. Besides a very happy Frogger, this screen shows the time to completion, the number of coins collected, and the level's score. Also, if you managed to collect all of the coins on the level, a message is displayed here.

Press any button to proceed to the next level.

FROGGER CHARACTERS

There are many characters Frogger meets in his adventures.
Below are descriptions of a few of them.

Frogger

Our hero, who somehow always gets thrown in the middle of a great adventure, is both courageous and adventurous (but also a little bit on the goofy side). Memories of an early near-drowning incident have left him scarred, and to this day, he does not swim.

Lumpy

Frogger's friend and guardian.
He often journeys to exotic lands, but never returns to Firefly Swamp without souvenirs for both Frogger and Lily.

Lily

Frogger's girlfriend. A charming and pleasant girl who, more than anything in the world, enjoys watching the fireflies as they dance above the swamp.

Beauty Frog

A communications devices expert whose talent is rivaled only by her looks. She has successfully infiltrated the T.R.I.P. headquarters a number of times as a member of F.I.R.S.T.

CREDITS

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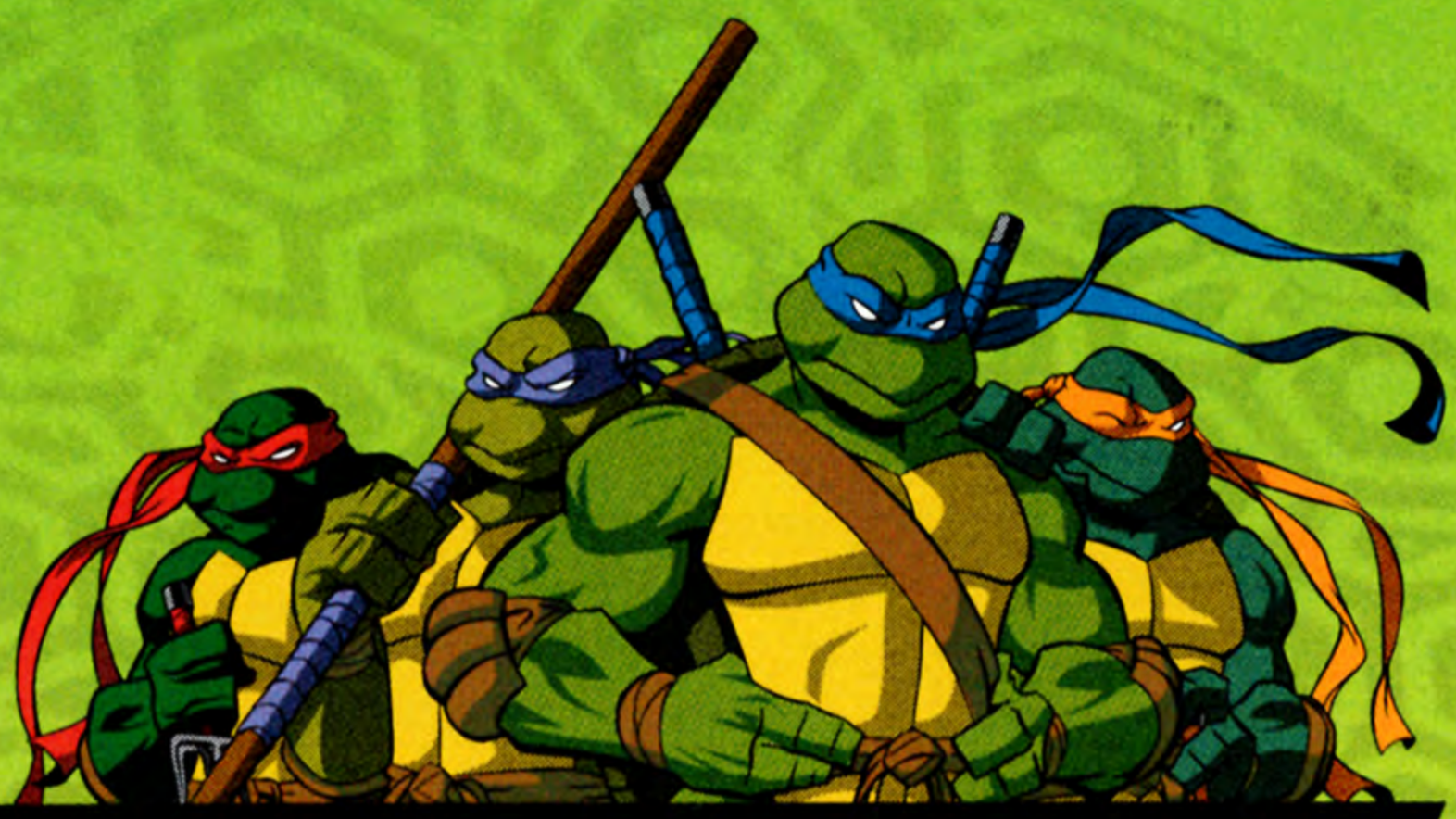

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